

Amend claims 1, 12, 27, 28, 32, 35-37 and 39. A marked-up version of the amended claims is enclosed in accordance with 37 C.F.R 1.121.

1. (Once Amended) An addiction simulator for education about and deterrence of drug use, comprising:

- a¹
- a. an enclosure;
 - b. an electronic circuit, the electronic circuit being housed within the enclosure;
 - c. an actuator, the actuator switch being electrically interconnected to the electronic circuit; and
 - d. a pushbutton switch, the pushbutton switch being responsive to an activity of a user of the addiction simulator which simulates participation in an addictive activity involving drugs.
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12. (Once Amended) A portable personality simulator for achieving behavior modification, and education of a user of the simulator, comprising:

- a²
- (a) a case;
 - (b) an electronic circuit housed within the case; and
 - (c) a speaker, the speaker being housed within the case and being electrically interconnected to the electronic circuit, the speaker emitting spoken words commanding the user to behave in a desired manner.
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27. (Once Amended) The entertainment device of claim 26, wherein at least one of the plurality of messages contained in the memory is related to cigarette consumption by a user of the device.

a³

28. (Once Amended) The entertainment device of claim 26, wherein at least one of the plurality of messages contained in the memory is related to life expectancy of a user of the device.

a4 32. (Once Amended) The entertainment device of claim 29, wherein the memory simulates borrowing a quantity of the product from another entertainment device via the communications port.

35. (Once Amended) The portable personality simulator of claim 34, wherein the particular type of personality is selected from:

- a. paternalism;
- b. superiority;
- c. humor; and
- d. demanding.

A5 36. (Once Amended) The portable personality simulator of claim 33, wherein the simulator is programmed to emulate the personality of a celebrity.

37. (Once Amended) The portable personality simulator of claim 34, wherein the voice recognition device is programmed to identify a sound associated with at least one bodily function including:

- a. exhaling;
- b. coughing;
- c. snoring;
- d. vomiting;
- e. inhaling; and
- f. puffing

A6 39. (Once Amended) The portable personality simulator of claim 36, wherein the electronic circuit is programmed to identify a sound emanating from other than the simulator as an acceptable response to a given command issued by the simulator.